WHY YOU LYING 工讀生別裝了！

Number of Players: 2~6, Game Time: 30~45 min., Age: 8+

Game Setup (Quick Guide):

Sort the cards by color into separate decks, 30 cards in each deck.

By default, loser of the last round starts the game.

Otherwise, if the players are starting the game for the first time, decide the starting player by the following method:

Each player takes a 30 card deck, shuffle it, then draw and reveal a card. Look at the bottom of the card, where there are a list of animals; the player with the card closest to the cricket is the starting player.

Cricket > Spider > Fish > Chicken > Rabbit > Mascot Worker

In case of a tie, the winners draw another card from their deck and compare again, repeat until there's a tiebreaker. Each player shuffles the drawed card(s) back to their deck.

At the start of each round, each player shuffles their deck and draws 5 cards from their deck into their hand as their cards in hand to play.

After players look through the cards in their hand, the starting player makes a call of "X number of Y animal/s, with Z amount of wings or legs". When a player in the round get caught at bluffing (lying) or fails the catch; the player loses the called card type from their deck, and the card is placed in front of the winner as score card (If the person does not have the called card type remaining in their deck, then they lose a Mascot Worker card. If the person also does not have any Mascot Worker card remaining in their deck, the winner gets to decide which card type to take).

When a player collects 5 scoring cards from other players, that player wins the game.

Gameplay Instruction:

This game requires at least 2 players. Each player starts with a deck of 30 cards.

At the start of each round, each player shuffles their deck and draws 5 cards into their hand. Do not reveal cards in hand to other players.

Loser of the last round is the starting player; in the case of a fresh new game, decide the starting player by the follow method mentioned in Game Setup. **The starting player decides for that round if they will be playing with the type - Wings or Legs.** This decision will remain for the entire round.

The starting player calls out "X number of Y animal/s, with Z amount of wings or legs". This means the player predicts out of all the cards in all players' hands, there are at least X number of Y animal/s; also, out of all the cards in all players' hands, there are Z numbers of wings or legs. X must be at least the number of players plus one, while Z can be zero or any other even number (i.e. 2 or 4 or 6 etc.).

Example: In a game of four players, the starting player calls out "Five Chickens and Ten wings", this means the starting player is predicting out of all four players' hands, there are at least five chickens and at least ten wings in all the animals add-up in the 20 cards in the players' hands. Once the starting player calls out wings, the entire round continues until someone got caught in a lie or fails to catch someone, other players cannot change to be calling number of legs.

Then, in a clockwise direction, the following player may decide to "Catch the Bluff" of the previous player, or starts his turn, (if the starting player decided to call wings) this player can make a call on a new numbers of the same animal, a new animal (following the rules described below), calls a new number of wings.

Rules for the player to call out a new number of animals, changing the animal type or calls out the amount of legs or wings.

A) X need to be higher than previously called (If a higher number of X is called, the player can choose not to change Y and Z).

B) However, if the player wishes not to change X, then the animal type of Y must be at least one place further to the left on the list of animals (If Y changed to an animal further to the left, then the player can choose not to change Z)

C) If the player does not wish to call different X or Y, then the player must increase the numbers of Z by at least two (Z can only be an even number).

The player must change at least any one element during making the call.

Example: The starting player called out "Five Chickens, Ten Wings". Then, the next active player can choose to "Catch the Bluff", or the player can choose to call:

A) "Six Chickens (or Rabbits or Mascot Workers), Ten Wings".

B) "Five Fishes (or Spiders or Crickets), Ten Wings".

C) "Five Chickens, Twelve Wings".

Note: the player may choose to change all elements or calling higher numbers (i.e. "Ten Fishes, Sixteen Wings" can be called).

Mascot Worker card can pretend to be any animal type, therefore it's a universal card and can represent any animal (no matter what art work on the mascot worker card).

However, any player may on his active turn before calling out, say "Why you lying?"; then the remainder of that round, the Mascot Worker card cannot be counted as other animals (The player who called out "why you lying" in his turn must follow up by calling X number of Y animal type and Z numbers of wings or legs).

Note:

*The following players may not change wings to legs or vice versa during the round. As the decision to play with numbers of wings or legs, this decision remains till the end of the round.

*When the players calls out a higher number of animals, the number can be any number higher than the previously called number.

*When the player calls a higher number of wings or legs, the number must be an even number.

*No matter what animal the Mascot Workers pretends to be, each Mascot Worker card still only count as 2 legs and no wings.

*The player who called the number of animals and the wings or legs is the active player.

The game continues with each of the player calling a new numbers of an animal type and the numbers of wings or legs, until a player decides to “Catch the Bluff” (All players may attempt to catch the bluff, however working clockwise of the active player as priority to make the catch).

All players must then reveal all five cards in their hand. At this moment every player checks the numbers of the called animal type plus the numbers of Mascot Workers (if “Why you lying” has not been called), add up the number to check if it equals or exceeds the called number.

Every player checks the number of wings or legs of all cards in their hand, add up and reveal the amount, then all players add up all the numbers and check if it equals or exceeds the called number of wings or legs.

If the active player is caught bluffing, the active player is the loser of the round, and the player who called “Catch the Bluff” is the winner of the round. If the player calling the bluff fails to catch the called player in a lie, that is, all cards in all players hand contains numbers of animal of the chosen type and the numbers of wings or legs both equal to or greater than the called amount by the active player; then the player who called “Catch the Bluff” is the loser and the active player is the winner.

Note: The active player calling “X number of Y animal/s, with Z amount of wings or legs”, all information called must be less than or equal to the numbers add-up in all players’ hands.

No matter the numbers of animal or the numbers of wings or legs being caught, any false information will cause the active player to be considered as bluffing.

The loser of the round takes a card of the type being called, puts it face up in front of the winner’s table as scoring card (If the person does not have the called card type remaining in their deck, then they lose a Mascot Worker card. If the person also does not have any Mascot Worker card remaining in their deck, the winner gets to decide which card type to take).

Example: Four players playing the game with the following cards in hand:
Player A: 1 Mascot Worker, 2 Chickens and 2 Fishes

Player B: 1 Mascot Worker, 2 Rabbits, 1 Fish and 1 Spider

Player C: 1 Rabbit, 3 Fishes and 1 Spider

Player D: 1 Mascot Worker, 1 Chicken, 2 Spiders, 1 Cricket

Catch the Bluff: The active player called “Five Chickens, Twelve Wings” and all cards are revealed: There are only a total of 3 chickens, however there are also 3 universal card of Mascot Workers which can count as chickens, therefore a total of 6, greater than five, passed. But out of all the cards in the players’ hands, there are only 10 wings (3 Chicken and 1 Cricket); so the number of wings part of the call failed. The active player has been caught bluffing, and therefore needs to give one chicken card from his deck to the calling catch the bluff player as a scoring card.

Player A **Player B** **Player C** **Player D**

Apart from the scoring cards, all players shuffle their cards back to each players’ deck. The loser is now the starting player and starts the next round.

When a player collects 5 scoring cards from other players, that player wins the game.

Easy Mode:

When playing the game with younger children, easy mode can be used instead. The game can be played without calling the number of wings or legs. This gameplay is very similar to the common dice bluffing game (Liar’s dice).

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Production Date	Jun. 2019
Game Design	X-Multiverse, Jin C.
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